For the next 15 minutes, go over your answers on the quiz.

If you do not have a calculator or could not figure out how to use the online matrix calculators, now is your chance to grab one and check your answers or finish the quiz.

#3 e) you can leave your answer like:

$$\frac{1}{?}\begin{bmatrix} x & w \\ y & z \end{bmatrix} - \frac{1}{?}\begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

TEST PREP:

1. Solve systems with 3 variables algebraically using sub/elim.
2. Solve systems with *n* variables using a calculator.
3. Solve systems with 2 variables by hand, using the inverse matrix.
4. Add, subtract, and multiply matrices.
5. Solve for variables within a matrix equation.
6. Understand and know how to compute the determinant.
7. Compute the inverse of a 2x2 matrix.

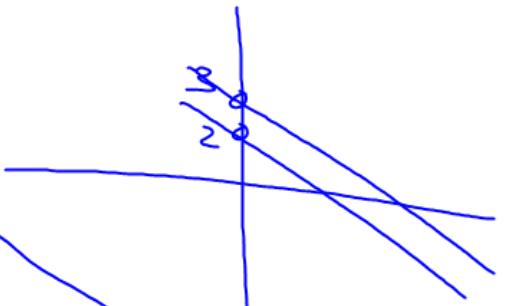
Determinant

solve for y

$x + 2y = 6 \Rightarrow \frac{2y}{2} = \frac{-x+6}{2} \Rightarrow y = \frac{-x}{2} + 3$

$x + 2y = 4 \Rightarrow \frac{2y}{2} = \frac{-x+4}{2} \Rightarrow y = \frac{-x}{2} + 2$

$\begin{bmatrix} 1 & 2 \\ 1 & 2 \end{bmatrix} \Leftarrow \begin{bmatrix} a & b \\ c & d \end{bmatrix}$



Does this have an inverse?

Determinant = $1 \times 2 - 1 \times 2$

$2 - 2 = 0$

$\frac{1}{\text{determinant}} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$

$3x - 5y = 2$

$6x - 10y = 8$

determinant => $-30 - (-30)$

$-30 + 30 = 0$

ID	3.6	4.1-4.2	4.3	4.3-4.7	Ch4Review	Ext.Prob22	Ch4Quiz	Ch4A
0	3	3	3	3	3	10	13	100
107000								
108497	3	3	3	3		10		
109601	3	3	3	3				
115004						10		
115418								
119398	3	3						
120781	3	3	3	3		10		
124360	3	3	3	3		10		
126070								
131364	3	3	3	3		10		
131381			3					
132036	3	3	3	3				
132131								
136059	3	3	3	3		10		
137876			3					
139970		3	3	3		10		
151033	3	3	3	3				
151052								
155226	3	3	3	3		10		
164409		3						
165849	3	3	3	3		10		
173639	3	3	3	2		10		
173641	3	3	3	3				
176404								
185682	3	3						
198286	3	3	3	3		10		

In-Class Review Problems:

p. 163: 43, 44, 45

p. 230: 17-22, 36-38, 39, 41, 44, 45

use calculator for these 2 probs.

mrwing - Algebra 2 Hackenberg - Mozilla Firefox

File Edit View History Bookmarks Tools Help

http://mrwing.wikispaces.com/Algebra+2+Hackenberg

Most Visited | Getting Started | Latest Headlines | Hotmail | Pandora | SCHS Email | Wiki

Trig_7.3_1011.pdf (application/pdf ... | mrwing - Algebra 2 Hackenberg

edit navigation

BOOKS

Brad ✓

Jessica ✓

Alexis ✓

Ty F. ✓

1 (Mon) 2 (Tues)	Alg2_B1_Ch4_Day1.pdf Alg2_B7_Ch4_Day1.pdf	**3.6 (p.157):** (1) 1, 2, 21, 44 (2) 1, 2, 5, 7, 44
3 (Wed) 4 (Thurs)	Alg2_B1_Ch4_Day2.pdf Alg2_B7_Ch4_Day2.pdf	Block 1: **4.1 (p. 170):** (1) 1, 2, 6-12, 27, 33, 35 (2) 1, 2, 6-12, 14, 18, 33, 35 **4.2 (p. 178):** (1) 4, 7, 10, 29, 30 (2) 4, 7, 10, 11, 13, 17 Block 7: CHECK NOTES!
5 (Fri) 8 (Mon)	Alg2_B1_Ch4_Day3.pdf Alg2_B7_Ch4_Day3.pdf	Block 1: **4.3 (p. 186):** (1) 1, 4, 9, 11, 12, 20-24, 36 (2) 1, 4, 9, 11, 12, 14-16, 20-24 Block 7: **4.3 (p. 186):** 17, 18 **4.5 (p. 203):** 1, 2, 14, 15, 18
9 (Tues) 10 (Wed)	Alg2_B1_Ch4_Day4.pdf Alg2_B7_Ch4_Day4.pdf	Block 1: **4.3 (p. 186):** 17, 18 **4.5 (p. 203):** 1, 2, 14, 15 **4.7 (p. 217):** 1, 2, 7 Block 7: **4.7 (p. 217):** 1, 3, 4, 23-26 **3.6 (p. 157):** 8, 9
11 (Thurs) 12 (Fri)		Complete Take-Home Quiz by the beginning of next class period.

Computing the inverse:

$$A = \begin{bmatrix} a & b \\ c & d \end{bmatrix}$$

$$A^{-1} = \frac{1}{ad-bc}\begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

Solve system using inverse

$$ax + by = z_1$$

$$cx + dy = z_2$$

$$A^{-1}\begin{bmatrix} z_1 \\ z_2 \end{bmatrix} = \begin{bmatrix} ? \\ ? \end{bmatrix}$$

Done